

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop
 playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- · Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- · Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE

Visit www.esrb.org or call 1-800-771-3772 for info.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.

© 2001 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

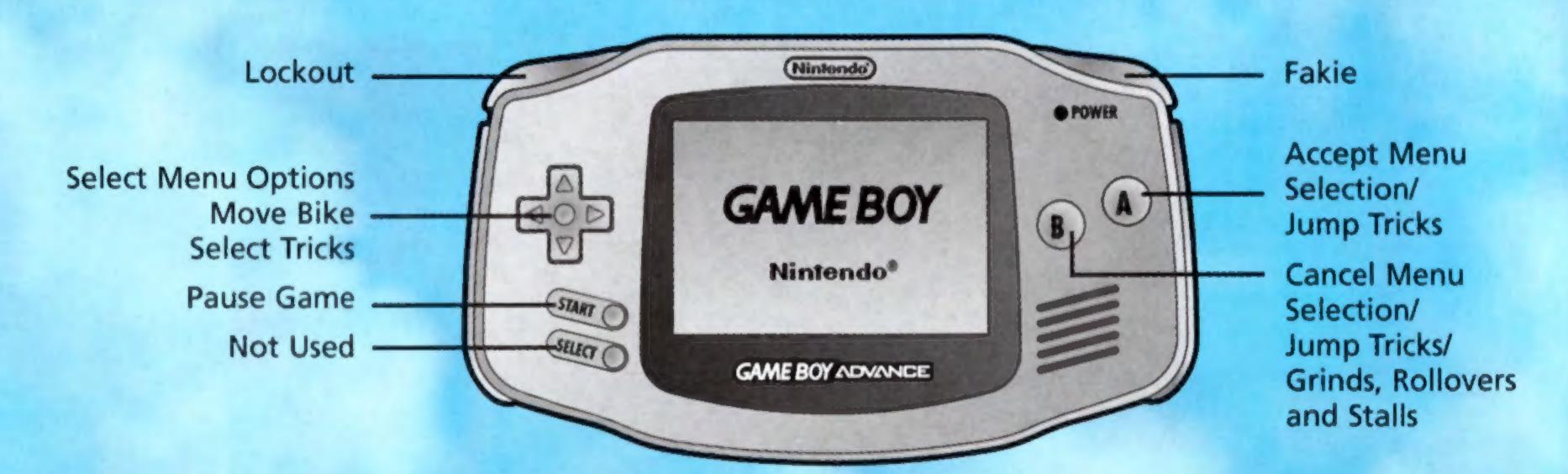
CONTENTS

Starting the Game	4
Game Boy® Advance Controls	5
Main Menu	
Training	
1 Player Games	
2 Player Games	9
Options Menu	10
Select Rider	10
Starting or Continuing a Career	11
Career	
Save Game	13
Basic Controls	13
Trick Controls	15
Scoring	16
In-Game Display	17
Pause Menu	18
Stunts	18
Riders and Specialty Tricks	24
Locations	28
Credits	29
Customer Support	31
Software License Agreement	32

STARTING THE GAME

- Make sure the POWER switch is OFF.
- Insert the Mat Hoffman's Pro BMX™ Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the POWER switch ON.

Note: The Mat Hoffman's Pro BMX Game Pak is for the Game Boy® Advance system only.



GAME BOY® ADVANCE CONTROLS

Control Pad

- Menu Screens Choose options, levels, riders and game modes.
- In the Game Control bike, dial in tricks either on its own or with A Button and/or B Button pressed.

Select

Not used.

Start

- Title Screen Start game.
- In the Game Pause game.

L Button

In the Game – Press and hold to maintain speed and prevent changing of lanes.

R Button

In the Game - Modify an airborne trick to a fakie.

A Button

- Menu Screens Accept selection.
- In the Game- Quick turning or acceleration from standing. Dial in Basic Tricks with either the Control Pad or B Button.

B Button

- Menu Screens Cancel selection, go back to previous screen.
- In the Game Dial in Advanced Tricks, Grinds, Stalls and Rollovers with either the Control Pad or A Button.
- Summary Screen View replay.

MAIN MENU

Press **START** to go to the Main menu from the title screen. Then use the **Control Pad** to make a selection, and the **A Button** to confirm your choice.

Select **Training** to learn the skills needed to become a high scoring BMX pro.

Select the **1P Games** option to start a new career, load or continue a previous career or play one of the bonus games.



Select the 2P Games to play Mat Hoffman's Pro BMX with a friend.

Select **Options** to change the music and sound effects volume and save your current game or reload an earlier saved game.

TRAINING

After selecting a rider, choose from a series of tutorial style challenges, using the ← or → and the A Button. These teach you everything you need to know from basic controls to advanced scoring techniques.

Just follow the instructions given and complete each challenge to learn all the skills you'll need to reach the CFB Pro Biker Tournament.

1 PLAYER GAMES

Use the Control Pad and A Button to select from the available single player games.

- Career mode is the main part of the game where you must fulfill objectives to earn covers and medals that allow you to access locked career locations.
- Tournament mode allows you to continue your professional BMX career in the medals circuit. Set in each of the Career mode locations, it is a series

of progressively harder competitions in which you must compete for medals against seven of the greatest Pro BMX riders around. Later stages are unlocked as you win more medals.

Try to impress the judges by mixing up your tricks and building up your Back to Back score multiplier to amass a large score.

The judges will also be looking at how much of the level you are using, so try not to stay in one place.

Finally, the judges will penalize you for bailing; you may get away with falling once but repeated bails will knock a lot of points off your final score.

- Select Free Ride to ride around a level unlocked from Career mode with no time limit. Practice your tricks, scoring lines and get the feel of each location's layout so you can perfect your scoring technique and get to those hard to reach places in Career mode.
- Select Time Trial to compete in a cross country dirt track race against the clock. Try to cross the finish line within the time limit by doing tricks along the way to add precious seconds to your timer; better tricks award more time.

2 PLAYER GAMES

To play a two-player game of Mat Hoffman's Pro BMX, you'll need two Game Boy' Advance systems, two copies of *Mat Hoffman's Pro BMX* GBA, and a Game Boy' Advance Game Link' Cable.

When the player with the 1P Game Link' cable connection selects a twoplayer game, that option will automatically be selected for the other player. Each player then chooses a rider and the first player chooses the location.

- Select Versus to play a score-based competition with a friend. Whoever gets the highest score wins!
- Select Bomb to play a game of tag. One player will start with the bomb and the bomb will be swapped to the other player if you get close to your opponent.
- Select Star Hunt to play a treasure hunt game where the winner is the first player to collect 16 stars or the player who has the most stars when the time runs out.
- Select Tug-O-War to play a tricks contest with another player. Whoever pulls
 off the biggest tricks in the quickest time wins. Each trick that you
 successfully land will move the indicator on the Tug-O-War bar closer to your
 side. The indicator will also show 1P or 2P and change color depending on
 who's winning—if it's green then you're in the lead but if is tinted red you
 are losing.

OPTIONS MENU

Use the Control Pad to move between the options, A Button to accept your changes and B Button to cancel.

- Music: Move the bar right/left to change music volume.
- SFX: Move the bar left/right to change sound effects volume.
- Save: Save your current game.
- Load: Load a previously saved game.

SELECT RIDER

Choose the rider you want from the strip of portraits at the bottom of the screen by pressing \leftarrow or \rightarrow on the Control Pad. You can also change your chosen rider's clothing with \uparrow and his bike color with \checkmark . Press the **A Button** to confirm your choice. The four colored bars in the screen show:

- Accel: The rider's acceleration.
- Air: The maximum height the rider can jump from a vert ramp.
- Landing: The rider's skill with landing after performing airborne tricks.
- Fakie: The rider's skill with landing after performing Fakies.

STARTING OR CONTINUING A CAREER

Choose Career to begin or resume your career game and start accumulating covers to unlock later levels.

When you select Career you will be presented with the following options:

- Continue: Select this to start your saved career.
- New: Select this to begin a new career.

Important Note: Whenever you save your career status, you save data for all the riders in the game. You do not need to start a new career in order to use a different rider. Only start a New Career if you want to reset all the data in the game or if you are playing for the first time.

Load: To restore a previously saved career select this option. This is useful
if you accidentally selected New instead of Continue.

CAREER

Select a rider then choose an available level.

After you've selected a level to play you will be shown the Level Goals screen that shows a list of 8 objectives. Completion of each objective will

award you with a cover. Objectives can be attempted in any order and you can even achieve more than one objective within a single run!

When you are ready, press the A Button to continue. You now have 90 seconds to achieve as many objectives as possible.

Objectives range from beating a set of high scores, collecting objects scattered around the level and performing a certain type of trick a number of times without bailing.

If you are finding a particular challenge too tough, try a different one. You don't need to win every cover in career mode to get to the final CFB Competition level.

When the time runs out your run is over. If you've fulfilled an objective you will be shown the level goals screen again and the objective that you've just completed will be crossed out. You will then go on to the Summary screen.

The Summary screen gives you feedback on your performance during your run. Press the **B Button** if you want to see a replay of the last run or press the **A Button** to continue.

If you've fulfilled an objective you will be shown a reward screen; you will then be given the option of saving your progress.

SAUE GAME

Whenever you set a new high score, best time or earn a cover or medal the game will ask you if you want to save by bringing up the Save Menu.

Using ♠, ♥ and the A Button, select Yes to save and No to quit and continue on to the Select Level screen.

Be Careful! The game will only save one Career mode position, if you select New from the Career mode menu then Save, you will wipe out your previous game.

BASIC CONTROLS

 Basic Movement: Use ← or → when stationary to start moving or to perform a 180 bunnyhop to turn. Once you are moving forwards, your rider will automatically maintain his speed, you can then use ← or → to speed up or slow down.

- Sprint Start or Wheelie Turn: Use A+→ or A+← when stationary for a
 Sprint Start to accelerate quicker or to perform a 180 Wheelie and Sprint
 Start to quickly reverse your direction.
- Shifting Up and Down: When moving forwards on flatland you can shift up or down the level by pressing ↑ or ♥. Use this to adjust your position to line up with handrails or avoid objects in your way.
- Turning on Ramps: If you are approaching a suitable ramp, holding ↑ or
 will make you use the ramp to turn up or down the level.
- U-turns: Press the Control Pad in a diagonal when slowly moving forwards to perform a U-turn up or down the level. Press

 or

 or

 if travelling left.
- Ramp Top Transfer: When approaching a suitable Vert Ramp or Quarter Pipe, hold the B Button and ← or → towards the ramp to transfer to the top of the ramp. Some places or items can only be reached by using this control.
- Fast Recovery from Fakies: You can quickly correct your direction and accelerate after successfully landing a Fakie trick by pressing ← or → in the direction you wish to turn.

TRICK CONTROLS

- Rail Grinds: When riding on flat ground near a handrail, hold the B Button
 and press a direction with the Control Pad to select from one of six grinds.
 See the section on Grinds for more details or play the tutorials in Training
 mode.
- Stalls and Rollovers: These tricks can be performed on most of the ramps you encounter in the game's locations. Just hold the **B Button** and the desired trick control as you approach a suitable ramp to slow down and perform a trick. See the sections on Vert Stalls, Spine Stalls and Funbox Rollovers for more specific controls or play the tutorials in Training mode.
- Basic Tricks: These airborne tricks are the easiest to do safely in the game and are pulled off by holding the A Button and pressing either a direction on the Control Pad or the B Button. See the section on Basic Tricks or play the tutorials in Training mode.
- Air Combo Extentions: After performing any Basic, Advanced or Special trick, extend it into an Air Combo by using any Basic Trick control to earn more points.
- Advanced Tricks: These airborne tricks are a little harder than Basic Tricks to land safely so you must have plenty of air before you attempt them. Holding the B Button and a direction on the Control Pad pulls off the easiest

15

Advanced Tricks, harder tricks can be pulled off by tapping the Control Pad in certain directions. See the section on Advanced Tricks or play the Tutorials in Training mode for more information.

- Fakie Tricks: Hold down the R Button as you dial in any Basic or Advanced Trick controls to modify your trick into a Fakie. Fakie tricks are worth more points than normal stunts but are a little harder to execute because you land backwards. Hold ← or → after landing to quickly turn around and keep your speed up.
- Specials: These tricks are the most impressive and award huge scores but are the hardest to pull off safely. Before you attempt a Special you must first charge up your Special Bar by performing other tricks.

SCORING

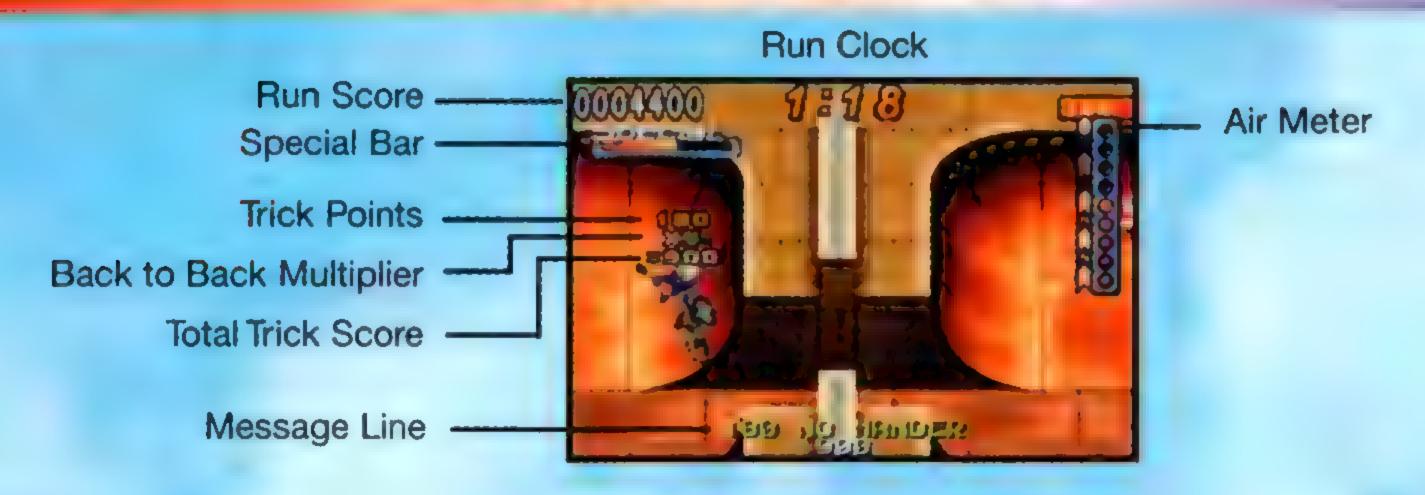
Trick Variety: Successfully doing a trick for the first time in a level gives
you 100% of it's point value. Each time you repeat the same trick the
score decreases as shown in the table below.

1st	100%
2nd	60%
3rd	30%
4th	10%

- Air Combos: If a trick is extended into an Air Combo you will receive the total score of both tricks.
- Score Multipliers: Pull off tricks on consecutive ramps to increase your Back to Back score multiplier. Doing 2 single tricks in a row will multiply the second trick's score by 2, doing another trick will multiply the score by 3 and so on up to a maximum of 10 times the original stunt score!
 Performing combos instead of single tricks increases your multiplier twice as fast! Stopping, bailing or missing an opportunity to pull off a trick will reduce your multiplier back down to 1.

Tip: Build up your Back to Back multiplier quickly by using basic combos then perform your riders specials for sick scores!

IN GAME DISPLAY



PAUSE MENU

Press Start when playing to pause the game and show the Pause menu.

Select Continue to carry on with your run.

Select Retry if you think you have no chance of completing an objective and want to quickly restart your run.

Select **End Run** if you are sure that you have completed an objective but don't want to wait around until the time runs out. You will then be taken to the Level Goals or Summary screen.

STUNTS

All moves are based on the player facing right.

VERT BASIC TRICKS

180 X Up	A+ →
180 Bar Spin	A+ ←
180 No Hander	A+
180 No Footer	A+ V
1 Handed 1 Footer	A+B

Use Quarterpipes and Vert ramps for Vert tricks.

VERT ADVANCED TRICKS

180 Candy Bar	B+ →
180 Can Can	B+ ←
180 Table Top	B+ ↑
180 Look Down	B+ Ψ
180 Superman	小 , 小
180 Peacock	Ψ,Ψ
180 Tailwhip	Λ,Ψ
180 Indian Air	Ψ, 🛧
540	←,→
Flair	←,Ψ

All moves are based on the player facing right.

STREET BASIC TRICKS

X Up	A+→
Bar Spin	A+ ←
No Hander	A+ ↑
No Footer	A+ V
1 Handed 1 Footer	A+B

Use Funboxes and Spines for Street tricks.

STREET ADVANCED TRICKS

Candy Bar	B+ →
Rocket Air	B+ ←
Table Top	B+ ↑
Swing Out	B+ Ψ
Superman	小 , 个
Peg Grab	Ψ,Ψ
Tailwhip	Λ,Ψ
Nothing	Ψ,Λ
360	←,→
Backflip	←,Ψ

All moves are based on the player facing right.

STREET AND VERT AIR COMBO EXTENTIONS

X Down	A+ →
Bar Spin	A+ ←
No Hander	A+ ↑
No Footer	A+ V
1 Handed 1 Footer	A+B

RAIL GRINDS

Double Peg Grind

Feeble Grind

Smith Grind

B + →

Smith Grind

B + →

Ice Pick Grind

B + →

Tooth Pick Grind

B + →

R BUTTON + B + →

All moves are based on the player facing right.

VERT STALLS

Double Peg Stall

Vert 180 Nose Pick

B + ♥

Vert Fufanu

B + ♠

SPINE STALLS

Spine Stall	В
Nose Pick	B + Ψ
Reverse Stall	B + ←
Tail Tap	B + 1
180 Nose Pick	B + #
Fufanu	B + K

FUNBOX ROLLOVERS

Manual	B + 🛧	
Nose Wheelie	B + Ψ	
Rock Walk	B + ←	
Tail Slap	B + →	

All moves are based on the player facing right.

VERT SPECIALS

900	← ,B+ →
540 No Hander	←,A+→
Decade Air	Ψ ,A+ ↑
No Handed Flair	€,A+¥
Double Flair	← ,B+ Ψ
Double Tailwhip	↑ ,A+ Ψ
No Foot Can Can	↑ ,B+ ∀
Rocket Queen	Ψ ,B+ ↑

STREET SPECIALS

720	← ,B+→
360 No Hander	← ,A+ →
Bar Hop	Ψ ,A+ ↑
Backflip No Hander	←,A+Ψ
Double Backflip	← ,B+ ↓
Front Flip	→,A+Ψ
Body Varial	Ψ ,B+ ↑
Superman Seat Grab	↑ ,A+ ←
Front Flip No Hander	→,B+ Ψ
Superman 1 Hander	↑ ,B+ ←

RIDERS & SPECIALTY TRICKS

MAT HOFFMAN

Vert 900

540 No Hander

Decade Air

No Handed Flair

Double Flair

Double Tailwhip

No Foot Can Can

Rocket Queen

Street

720

360 No Hander

Bar Hop

Backflip No Hander

Double Backflip

Body Varial

Front Flip No Hander



MIKE ESCAMILLA

Vert

900

540 No Hander

Decade Air

No Handed Flair

Double Tailwhip

No Foot Can Can

Street

720

360 No Hander

Bar Hop

Backflip No Hander

Front Flip

Body Varial

Superman Seat Grab



CORY NASTAZIO

Vert 900

540 No Hander

Decade Air

No Handed Flair

Double Flair

No Foot Can Can

Street

720

360 No Hander

Bar Hop

Backflip No Hander

Double Backflip

Front Flip

Front Flip No Hander



JOE KOWALSKI

Vert 900 540 No Hander Decade Air

No Handed Flair Rocket Queen Street 720

360 No Hander

Bar Hop

Backflip No Hander

Front Flip

Body Varial

Superman Seat Grab

Superman 1 Hander



RICKTHORNE

Vert 900 540 No Hander Decade Air No Handed Flair Double Tailwhip Rocket Queen

Street
720
360 No Hander
Bar Hop
Backflip No Hander
Front Flip
Superman Seat Grab
Superman 1 Hander



DENNIS MCCOY

Vert 900 540 No Hander Decade Air No Handed Flair Double Tailwhip No Foot Can Can Rocket Queen

Street
720
360 No Hander
Bar Hop
Backflip No Hander
Body Varial
Superman Seat Grab



KEVIN ROBINSON

Vert 900 540 No Hander Decade Air No Handed Flair Double Flair Double Tailwhip

Street
720
360 No Hander
Bar Hop

Backflip No Hander Double Backflip Front Flip No Hander Superman 1 Hander



SIMON TABRON

Vert 900 540 No Hander Decade Air No Handed Flair Double Flair No Foot Can Can

Street
720
360 No Hander
Bar Hop
Backflip No Hander
Double Backflip
Superman Seat Grab
Superman 1 Hander



LOCATIONS

Rise up through the ranks from Amateur to Pro through six main BMX locations/events:

Hoffman Bike Factory
Construction Yard
London Underground
The Park
The Works
CFB Competition

Learn the basics in the Training Camp

Attempt the supreme challenge of skill, speed, and endurance on the **Dirt Track**

CREDITS

HOTGEN STUDIOS

Director of Development Fish

Executive Producer
Dave Vout

Programming
Rob Ellis
John Rowlands

Artwork

Steve Rowlands Robin Levy Dean Finnigan

Music, SFX & Sound Driver GAMEBOYAUDIO.COM

Special Thanks
Shahid Malik
Lee Mathews
Will Doyle

QA
Stuart Ryall
Craig Barnfield

ACTIVISION

Exec VP, Worldwide Studios Lawrence Goldberg

VP, No. America Studios

Dave Stohl

Senior Producer Brian Bright

> Producer Peter Nielsen

Assistant Producer
Jesse Smith

Legal

Rob Pfau
Gregory Deustch
Michael Larson

Activision Production
Special Thanks
Chip Bumgardner
Brian Clarke
Gene Bahng
Bryant Bustamante
Gregory Deustch

Stacey Sooter Nicole Willick Stacy Drellishak Joe Shackelford **Matthew Powers** Jeff Poffenbarger **Brian Simpkin** Chris Archer **Todd Jefferson** Adam Goldberg Michael Fletcher Marc Turndorf Murali Tegulapalle Peter Muravez Eric Koch Christian Astillero Paula Cuneo Jay Gordon Eric Grossman Christopher Hewish **Amir Morning** Trey Smith Sylvia Orzel

Quality Assurance

Project Leads

Jesse Shannon Jason Potter

Senior Project Lead Kragen Lum

QA Console Manager
Joe Favazza

Floor Lead Eric Rodriguez, Jr.

Testers

Jason Jackson
Oscar Garza
Carlo Palmares
Mike Ryan
William Endo
Alonzo Clark

QA Special Thanks

Jim Summers, Jason Wong
Tim Vanlaw
Nadine Theuzillot
Sam Nouriani, Jeremy Gage

Ben DeGuzman
Indra Gunawan
Tanya Langston
Willie Bolton
Nicholas Favazza
Nathan Lum
Alexander Watkins
Mystee D. Yifler
Larry Skittleton

Customer Support

Customer Support Mgr.
Bob McPherson

Customer Support Leads
Rob Lim
Gary Bolduc
Mike Hill

Marketing

Director of Global Brand Mgmt. William Kassoy

Brand ManagerRachel Silverstein

Associate Brand Manager
Deanna Natzke

Publicist
Ryh-Ming C. Poon

Creative Services

V.P., Creative Services
Denise Walsh

Mgr., Creative Services

Jill Barry

Packaging Design

Menotti Creative Group

Manual Design & Layout

Ignited Minds, LLC

CUSTOMER SUPPORT

Note: Please do not contact Customer Support for hints/ codes/cheats; only technical issues.

Internet: http://www.activision.com/support

Our support section of the web has the most up-to-date information available. We update the support pages daily so please check here first for solutions.

E-Mail: support@activision.com

A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

Note: Internet/e-mail support is handled in English only.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product.

Fan Mail: Want to reach Mat directly? Visit www.mathoffman.com

SOFTWARE LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied

warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product cartridge only in protective packaging and include:

(1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per cartridge replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California. If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.

Get

and see what BMX is all about

as they storm the Midwest in search of fresh street and skatepark terrain. A documentary on their 10 day **BMXers** Follow 12 lourney





Our latest video magazine issue covering contests, local scenes, interviews, and Released every 3 much more. months

and scenes from England and rance. Released coverage outside the US. This issue covers contests annually France.

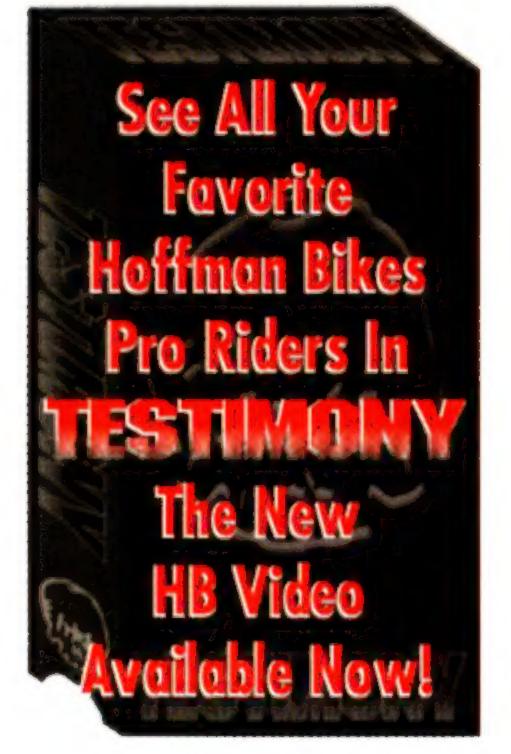


2001











Check out the Hoffman Bikes website for monthly giveaways! www.hoffmanbikes.com for the most up to date information in BMX check out the Hoffman Sports Association at: www.hsacentral.com



STATION PARTIES. EROSIOUSOARDER

Available NOW for GAMEBOYAREE

Shaun Palmer's Pro Snowboarder™ © 2001 Activision, Inc. and its affiliates. All rights reserved. Published and distributed by Activision Publishing, Inc. Developed by Natsume. Activision is a registered trademark and Activision 02. Shaun Palmer's Pro Snowboarder and Pro Snowboarder are trademarks of Activision, Inc. and its affiliates. Shaun Palmer is a trademark of Shaun Palmer.

Mat Hoffman's Pro BMX™ © 2001 Activision, Inc. and its affiliates. All rights reserved. Published and distributed by Activision Publishing, Inc. Developed by HotGen Studios. Activision is a registered trademark and Activision 02, Mat Hoffman's Pro BMX and Pro BMX are trademarks of Activision, Inc. and its affiliates. Mat Hoffman is a trademark of Mat Hoffman. Game Boy and Game Boy Advance are trademarks of Nintendo. ©2001 Nintendo. Licensed by Nintendo. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.





80209.260.US